

1/10

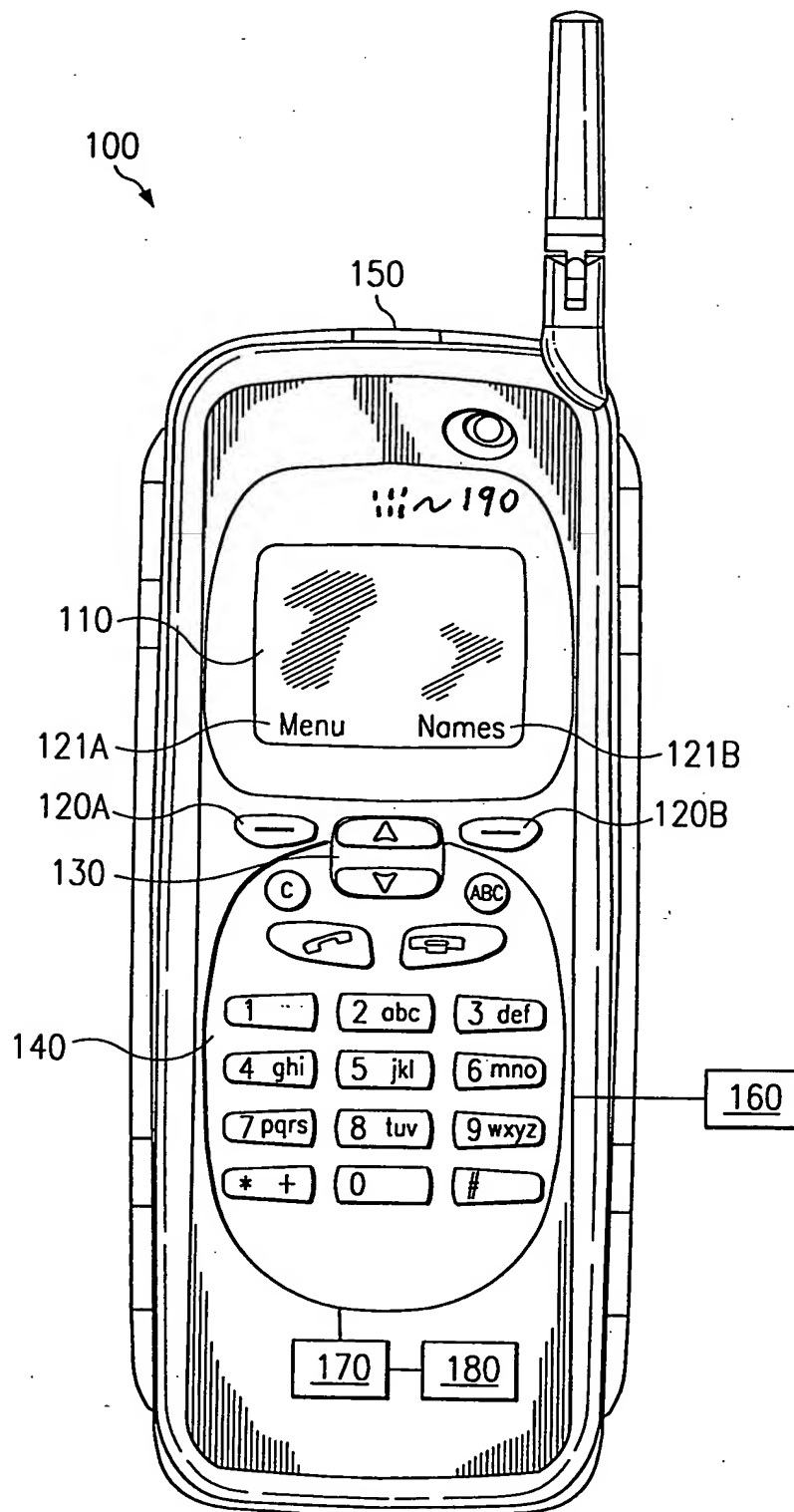
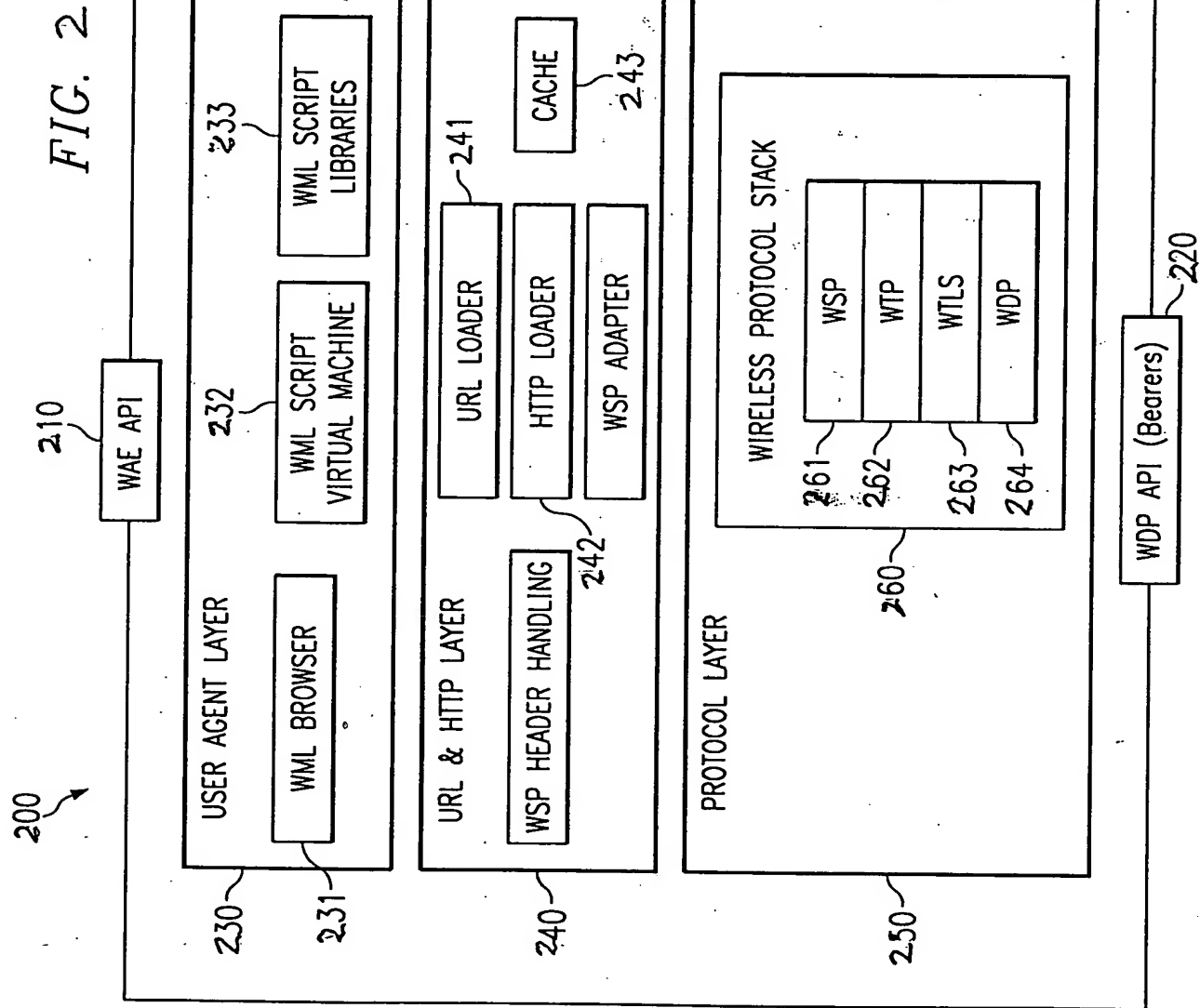
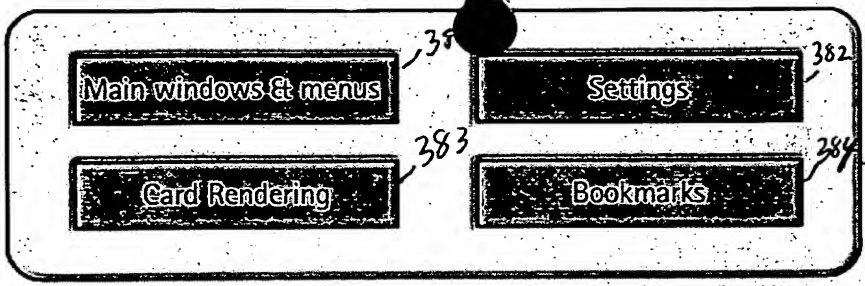


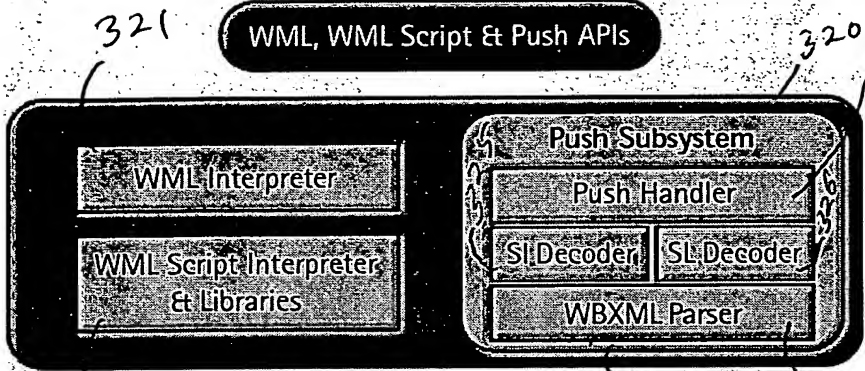
FIG. 1



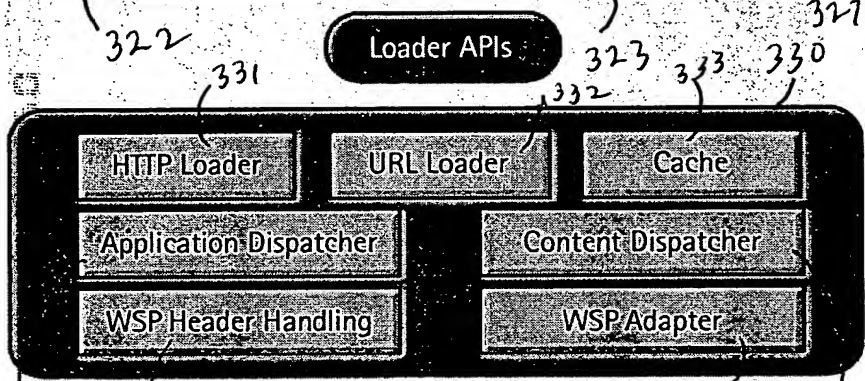
User Interface Level



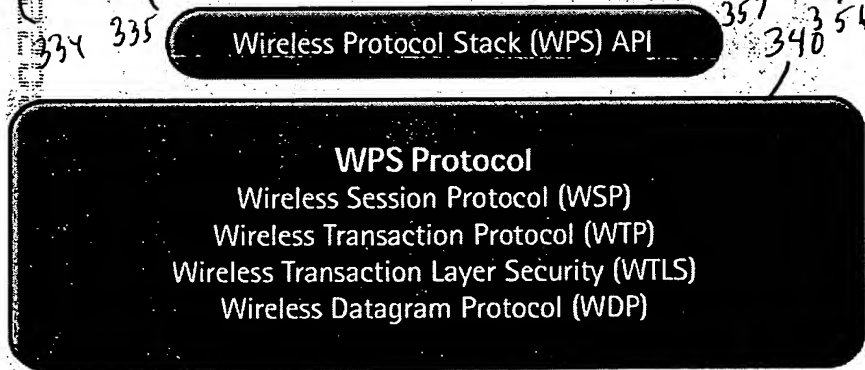
User Agent Level



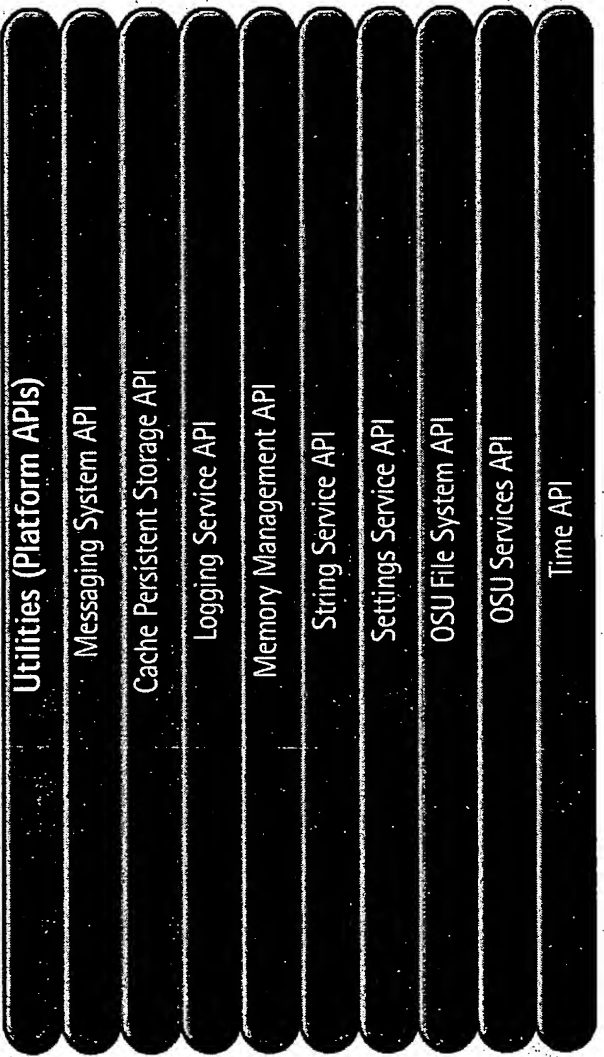
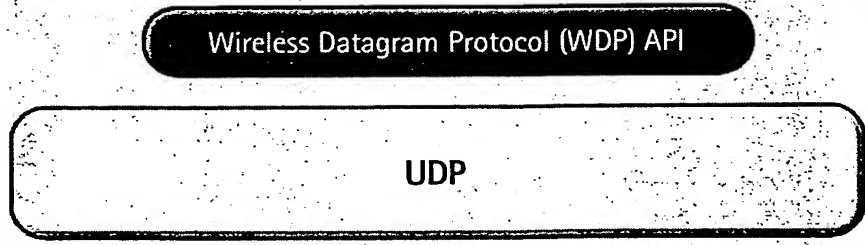
Loader Level



Protocol Level (Stack)



Bearer Level



- Core Browser Components
- Reference Implementation

FIG. 3

4/10

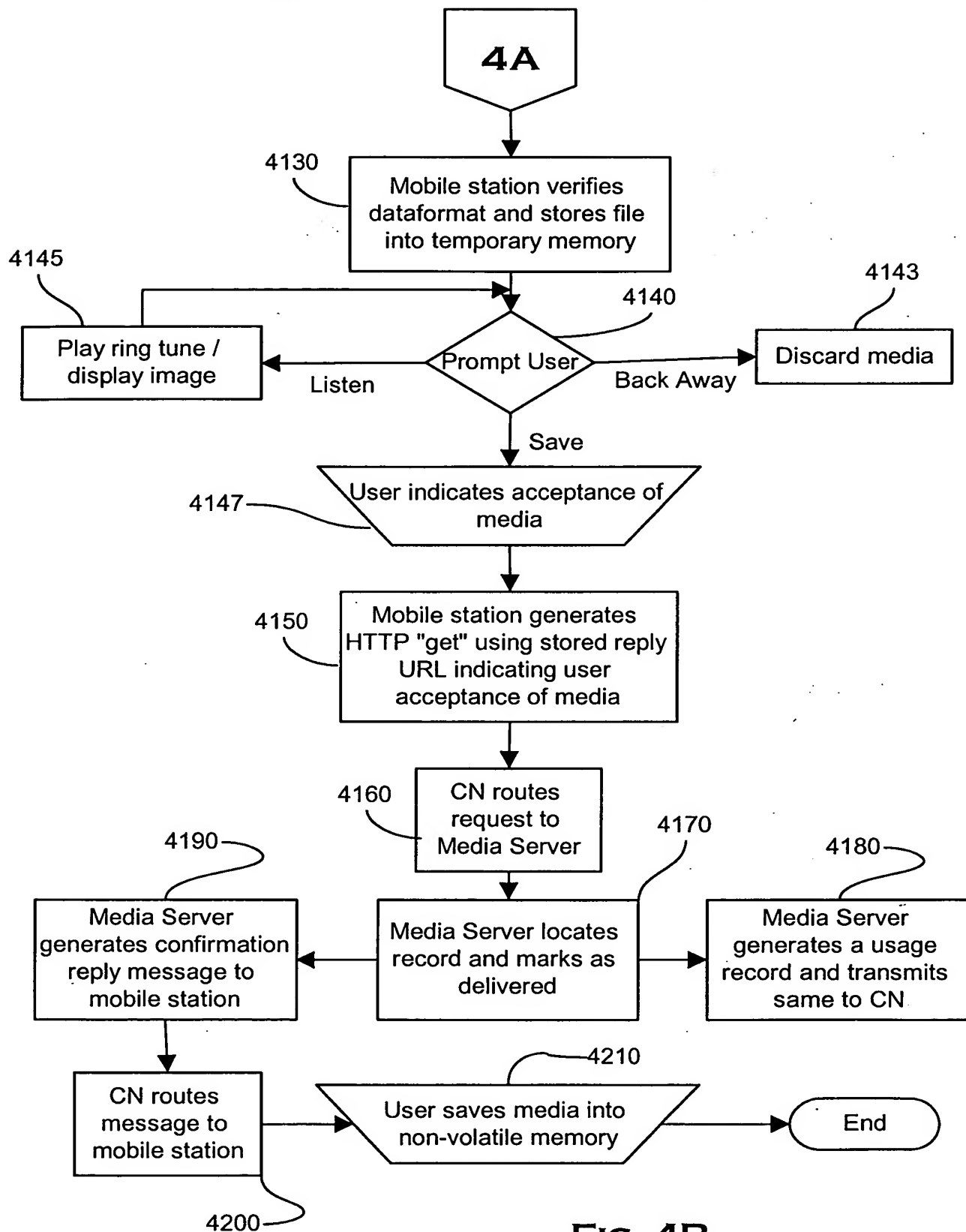


FIG. 4B

5/10

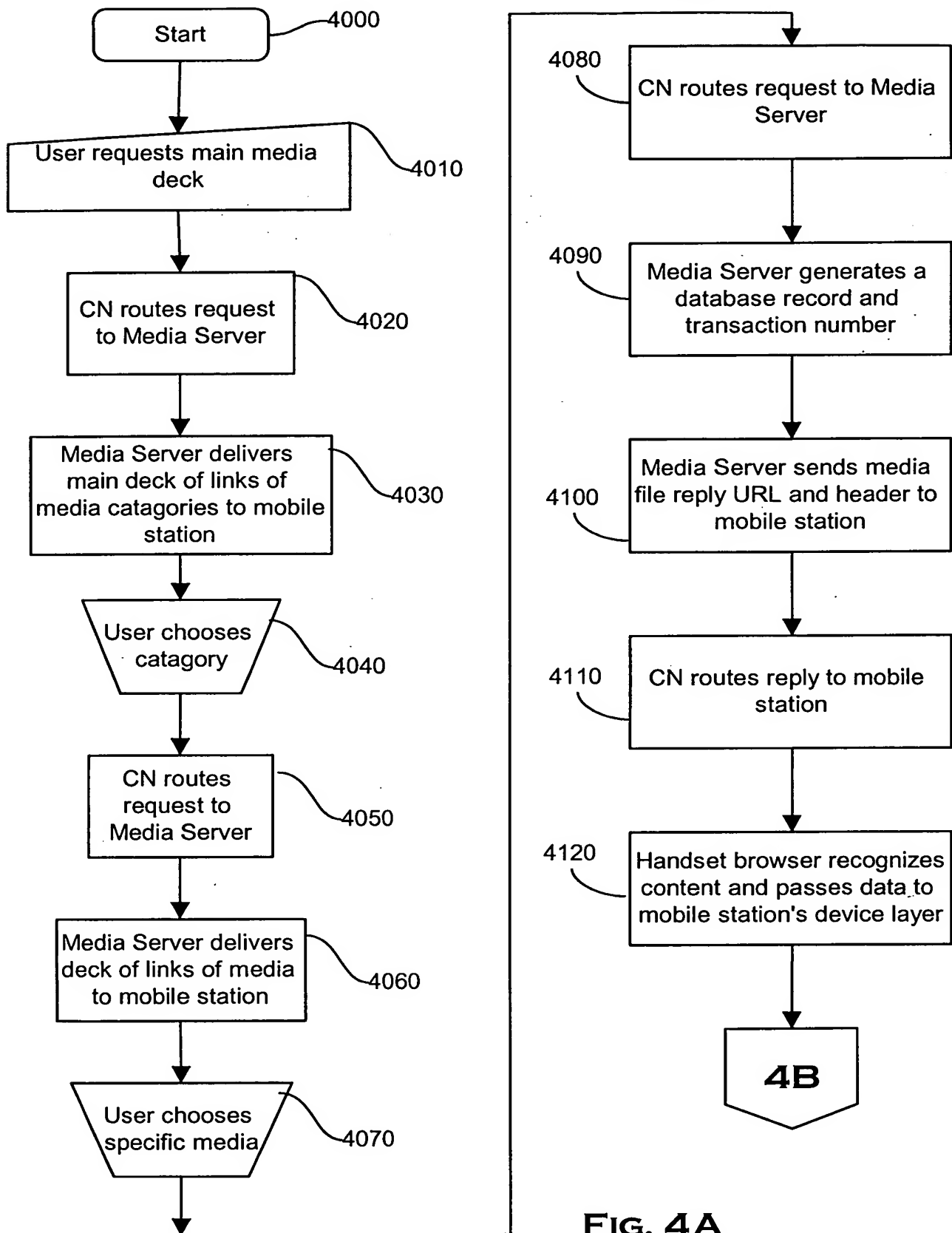


FIG. 4A

6/10

FIG. 5 is a block diagram of a system architecture.

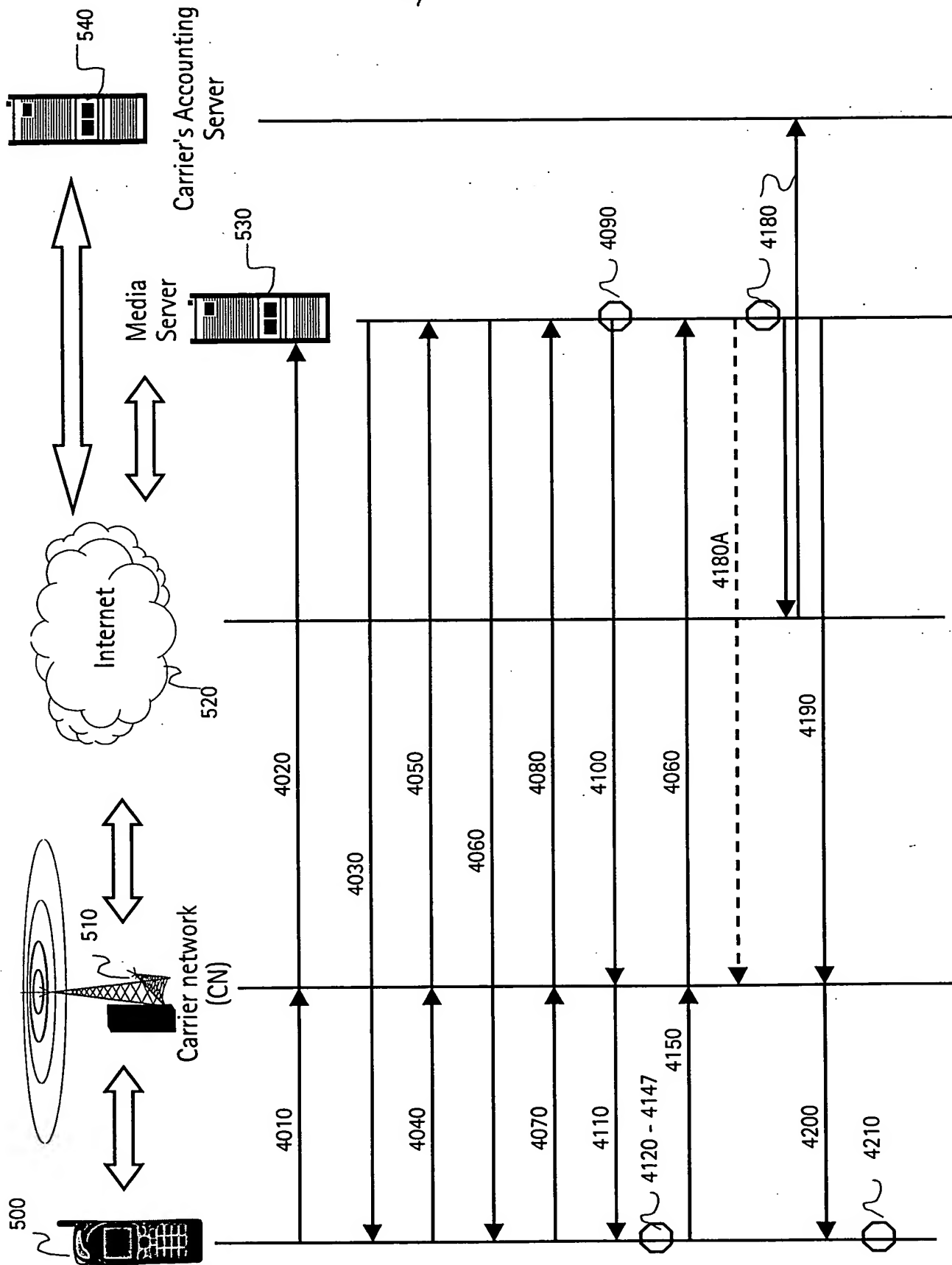


FIG. 5

7/10

100

130

110

661

120A

145

NOKIA

10:10 10:59
James Bond
Always Coca Cola
Austin Powers
Connecting

TALK

100 200 300

400 500 600

FIG. 6A

A high-contrast, black and white photograph of a Nokia mobile phone. The screen displays the following text: "SD 11:21", "New ringing", "tone received", "Listen", and "Save". The phone's keypad is visible below the screen. The image is heavily stylized with high contrast, making the details appear grainy and abstract. In the top left corner, there is a handwritten number "8110". In the bottom right corner, there is a handwritten number "120B".

110

120A

120B

FIG. 6B

9/10

100

110

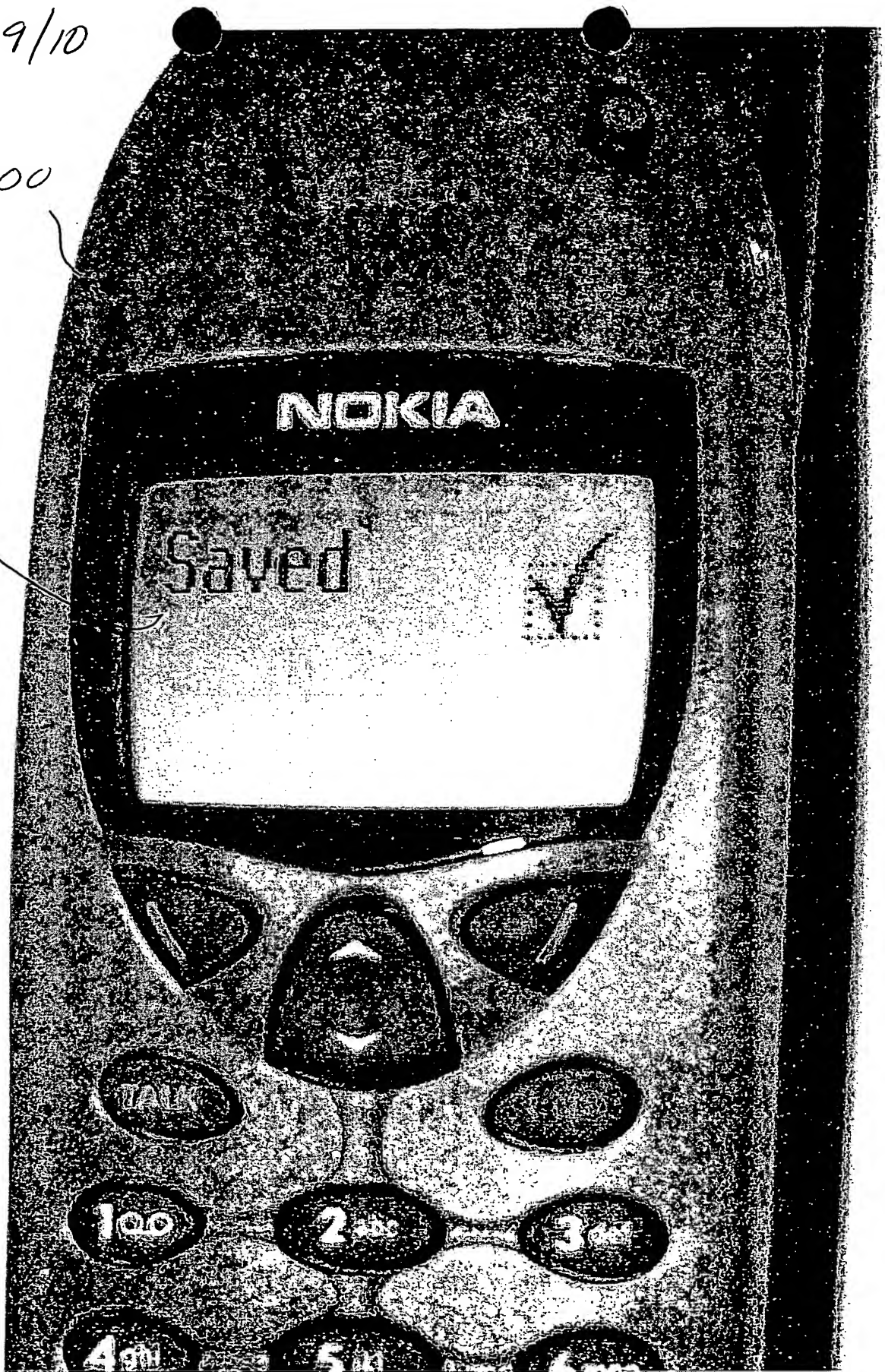


FIG. 6C

10/10

4.

TONE ACTIVATION

UI sends event of wanted tone sequence to tone task via tone functions /3/. Tone task receives tone event, tone type / tone class and tone value coded to one event. Structure of event is:

- bits 31 - 24 not used
- bits 23 - 16 for tone type / tone class (depending on tone event)
- bits 15 - 8 for tone value
- bits 7 - 0 for tone event

The following figure clarifies the tone activation:

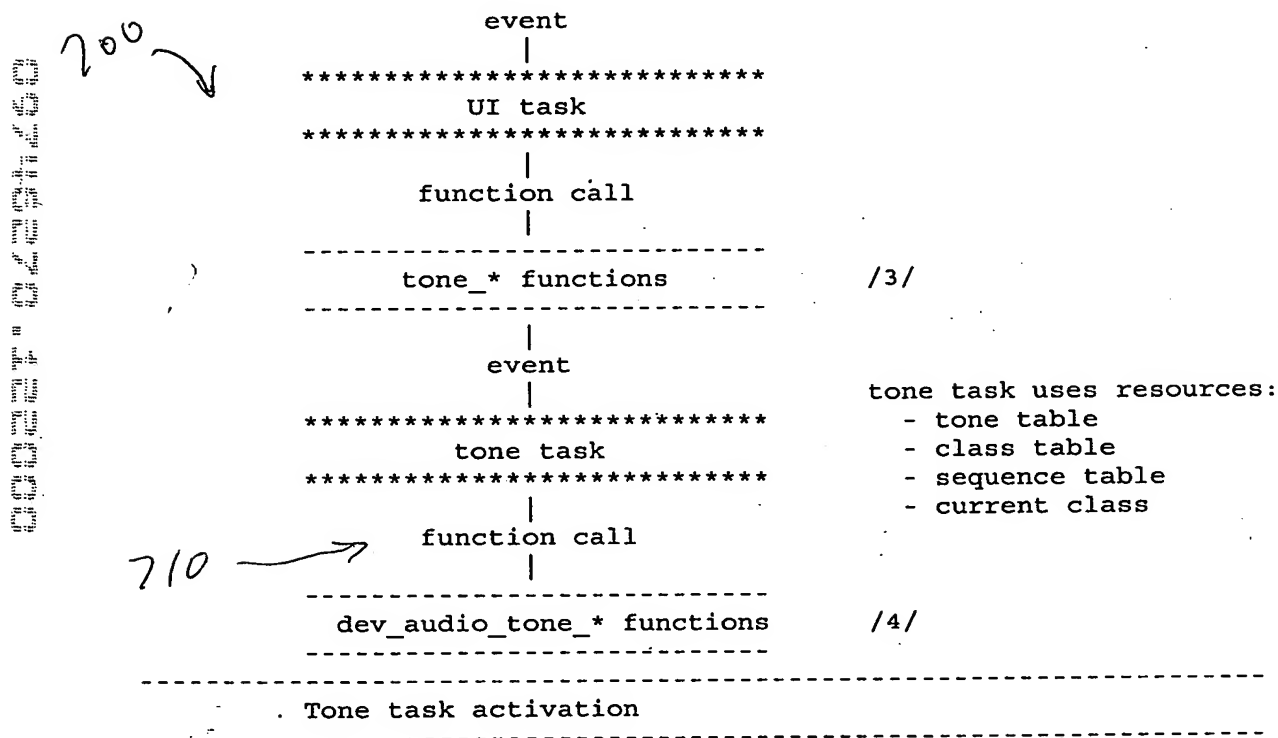


Figure 7